



The
LUDOSPORT
Protocol

Essential Sporting Light Saber Combat Reference
issued by the Society of LudoSport Masters

Update February 2021



slm.ludosport.net

1.1 | SLM

The **Society of LudoSport Masters (SLM)** aims to promote **Light Saber Combat** - codified by its own Founder Masters – as a unique, shared sport, which is the same throughout the world in its techniques, rules and learning method. In any part of the world, therefore, the Light Saber Combat participant must find the same academy structure, the same levels, and have his own rank and qualifications acknowledged, as well as having the possibility of practising Light Saber Combat inside any Hall worldwide (so-called **principle of universality**).

Apart from the **Founder Masters Gianluca Longo and Simone Spreafico**, SLM can be represented by other subjects:

- the **Ambassador** is the highest vicarious authority regarding the culture, values, strategy and regulations, at all levels; **Consuls** can be awarded a mandate of representation at any level.
- the **Masters** are the highest vicarious authority regarding techniques and teaching method in the Form for which they have been certified.

SLM has delegated the subject of competition officials to the **International Commission for Officials (INCOM)**, which has been established for said purpose. INCOM is a body subordinate to SLM. It is autonomous and the sole direct contact for Academies and Clubs for matters related to Sporting Light Saber Combat Competition Officials and sports competitions within the LudoSport international network.

1.2 | THE LUDOSPORT INTERNATIONAL NETWORK

SLM has promoted the establishment of the **international LudoSport network**, appointed to organise lessons on an operational level, in observance of the values and principles established by the Founder Masters. The network must guarantee that such values and principle are applied in each LudoSport structure by all the individuals involved.

Inside the Hall, the LudoSport International network is represented in descending order of importance:

- by the **Rector** or **Director**;
- by the **Dean**;
- by the **Teachers (Masters and Instructors)**, who are qualified by SLM but who remain answerable to the Dean and the Rector (or Director) for all administrative and operational matters.
- by the **Directors** and **Assistants**, who support the spreading of the sport.
- by the **Pupils**, who represent their Academy in public, according to their level, in shows and official events where they wear the LudoSport uniform.

1.3 | THE LUDOSPORT ACADEMIES

The main realities within which Light Saber Combat is taught, practised and promoted, as codified by the Founder Masters of SLM since 2006 are, in growing order of importance:

- the **Schools** led by a Dean who answers to a Rector;
- the **Academies**, led by a Rector.

An Academy comprises one or more Schools. The general learning programme is taught in each school using its own “three-way” activities indicated in this Protocol: learning, teaching and apprenticeship.

Each group of students that meets under the leadership of at least one Teacher (Master, Tecnico or Instructor) takes the name of **Class**. Each Class holds classes in a School according to the academic programme set out in this Protocol under the control and directives of the Dean. The minimum number for establishing a Class is four pupils, the maximum number is fourteen per Teacher, with the possibility of reaching twenty-eight with the aid of another Teacher.

The School is the set of one or more Clans who takes classes inside one or more appointed locations. The Academy is the set of one or more Schools within a given territory.

Each Academy has the following main aims:

- to observe the organisational, administrative and management instructions provided by the LudoSport International network;
- to organise the learning activities in the permitted formats, taking into consideration the economic resources and the qualified staff available;
- to supervise the correct teaching of techniques and the values promoted by the SLM through Light Saber Combat;
- to appoint competition officials, if no SLM-certified staff is present for official competitions, in accordance with the contents of the herein Protocol.



Ed. 02 / 2021

1. General framework

Each School has the following main aims:

- to check that each Student has the correct uniform for his/her level and the necessary equipment required;
- to ensure that all teachers receive remuneration proportional to the activities they carry out, compatibly with the economic resources available.

Each Teacher has the following main aims:

- to hold his/her lessons punctually and diligently, taking care to prepare each Student by following the Dean's guidelines and indications at all times;
- to appoint the pupils who have shown evident integration into the Academy life through their continuous attendance and collaboration in ordinary and extraordinary activities, regardless of their technical ability, as Iniziati;
- to act as go-between for all communications that must reach the pupils from the School, the Academy or directly from the SLM and for any request, doubts or other communication that comes from the pupils themselves.

1.4 | I LUDOSPORT CLUB

In order to ensure greater diffusion of the Light Saber Combat discipline, SLM has promoted the establishment of **LudoSport Clubs**, within which authorized SLM personnel works under the title of **Assistant**, in charge of supervise the learning pathway through specifically provided online material.

The **Assistant** running a Club is called **Director**.

LudoSport Clubs and their pupils access the **Second Division** of competitions (see below).

LudoSport Club pupils keep the rank of **Novizio**.



Ed. 02 / 2021

2. Hierarchies and symbols

2.1 | GRADI

In the international academy hierarchy, the **Ranks** are the main structure. Each Student can, based on these levels, obtain Honours and Titles, as defined by SLM in specific provisions.

The **Ranks** defined and recognised by SLM on an international scale represent the various levels in academy training, and correspond to progressive technical improvement in learning the Combat Forms. They can be obtained by appointment or by examination.

Novizio / Novizia	Pupils aged 12 years or over when enrolling in the Courses. Each Novizio/a is entrusted to an Instructor and included in a Class. They use a long saber with a blue coloured blade.
Iniziato / Iniziata	The Novizio or Novizia aged 16 or over, who are believed by their own Instructor to deserve this Rank. The appointment requires the evaluation of the degree of the Student's involvement in the School's everyday life, through continuous attendance and collaboration in ordinary and extraordinary activities, regardless of technical ability. Iniziati are prepared for the Accademico Exam through apprenticeship to a Master (minimum rank: Cavaliere) who will then present them at the test. If no apprenticeship is available, the Teacher will prepare the Iniziato or Iniziata. They take part in the lessons like all the other pupils, and may be involved by the course Teacher as his/her assistant during teaching. They use a long saber with a blue coloured blade.
Accademico / Accademica	The Iniziato or Iniziata who, after passing the Style Exams of Primary Education, also passes the examination to obtain the Rank in question before a regular examination panel. They can choose the colour of the blade for their saber.
Cavaliere / Cavaliere	The Accademico or Accademica who, after concluding one of the paths of Secondary Education, also passes the examination to obtain the Level in question before a regular examination panel. Cavalieri can choose an Iniziato or Iniziata to follow in their preparation of the Rank exam for Accademico. In this case, Cavalieri are granted the title of 'Master', but it is used only by their own Iniziato or Iniziata.
Maestro di Scuola / Magistra di Scuola	The Cavaliere or Cavaliere who meet the following requisites: a) having passed the Style Exams of Further Education; b) having passed the exam to obtain the Rank in question before a regular examination panel; c) having previously mentored an Iniziato to pass the Rank exam for Accademico.

2.2 | QUALIFICATIONS

The subjects qualified to teach Light Saber Combat internationally are, in increasing order of importance:

Assistants	Subjects who are authorized to assist the teaching, officially entrusted to SLM. They are not formally considered teachers. An Assistant's training is through a dedicated Educational Path .
Teachers: Instructors	Subjects who have qualified to teach one or more Forms of Sporting Light Saber Combat within LudoSport International Network. An Instructor's training is through a dedicated Educational Path .
Teachers: Tecnici	Subjects who have qualified to teach one or more Forms of Sporting Light Saber Combat within LudoSport International Network, in particular to Instructors and Trainers. An Instructor's training is through a dedicated Educational Path .
Teachers: Masters	LudoSport Masters are the peak of technical and teaching knowledge for Sporting Light Saber Combat. The title of Founder Master is only given to those subjects who created the sport that is known as LudoSport or Sporting Light Saber Combat and who are part of the Society of LudoSport Masters.

The LudoSport Teachers must only teach the Form or Forms that they have qualified for.



Ed. 02 / 2021

2. Hierarchies and symbols

2.3 | UNIFORMS

The academy uniform (**CombatSuit**) identifies the Student and the Teacher within the LudoSport hierarchies. The utmost respect must be lent to the uniform. The uniform comprises the following elements:

- **CombatPants;**
- **CombatTee;**
- **CombatBelt;**
- **CombatTunic;**
- **CombatSubtunic.**

2.3.1 | UNIFORM'S ELEMENTS

The **CombatPants** are black pants with white rivet stitching, bearing the LudoSport saber logo on the right shin.

The **CombatTee** is a black t-shirt with the 'Warriors' logo on the right shoulder blade. The left edge of the "V" neck crosses over the right edge at the cross point.

The **CombatBelt** is a leather belt with a double buckle without tongues that can be knotted in the fashion of old mediaeval warriors.

The **CombatTunic** is a single garment with a wide "V" neck with the left edge over the right edge up to the edge of the ribs, and then continues with a wide band down to the waist. The "Saber" logo is on the left shoulder, while the "Warriors" logo is found on the right shoulder blade. From the waist down, the garment continues under the waist with two splits, one in front and one behind. Another mobile element is attached to the CombatTunic with horizontal stitching just below the lower abdomen. This element is known as the "flag" and is found in different shapes and lengths:

'Accademico' model	it is rectangular and falls just above the knees.
'Knight' model	it is trapezoidal in shape with stitching on the widest side, and it reaches to knee level.
'Master' model	it is trapezoidal in shape with stitching on the widest side, and it reaches to below knee level; Teachers with the Rank of <i>Maestro di Scuola</i> also have the same flag on the rear of the Tunic.

The **CombatSubtunic** is a sleeveless shirt with a V neck, slightly wider than the CombatTee but not as wide as the CombatTunics. It falls below the waist in order for a belt to be tied around it and so a CombatTunic can be worn over it. The 'Warriors' logo is on the right shoulder blade. It is available in several colours:

White for Maestri	Beaver grey for Iniziati	Yellow, Orange, Red, Green for Accademici	Wisteria for Tecnici
-----------------------------	------------------------------------	---	--------------------------------

The academy uniform is universal and the same for everyone, each at its level. No additions, modifications or alterations of any kind are admitted, except the ones permitted by SLM with specific provisions.

There are two kind of Uniform: 'regular' and 'full dress': this latter is required in official ceremonies and other circumstances upon request of competent LudoSport authorities. Anyway, pupils can wear the Full Dress Uniform at any occasion.



Ed. 02 / 2021

2. Hierarchies and symbols

Different compositions, according to ranks and qualifications, are listed herein:

	<i>Regular Uniform:</i>	<i>Full Dress Uniform:</i>
Novizio / Novizia	CombatPants and black Combat-Tee, with no belt.	– not provided.
Iniziato / Iniziata	CombatPants and beaver gray CombatSubtunic, with official belt.	CombatPants and 'Accademico' model CombatTunic worn over a beaver gray CombatSubtunic, with official belt.
Accademico / Accademica	CombatPants and CombatSubtunic in the available colours, with official belt.	CombatPants and 'Accademico' model CombatTunic worn over a CombatSubtunic in the available colours, with official belt.
Cavaliere / Cavaliere	CombatPants and CombatSubtunic in the available colours, with official belt.	CombatPants and 'Knight' model CombatTunic worn over a CombatSubtunic in the available colours, with official belt.
Maestro di Scuola / Magistra di Scuola	CombatPants and white CombatSubtunic, with official belt.	CombatPants and 'Master' model CombatTunic worn over a CombatSubtunic in the available colours, with official belt.
Assistente	CombatPants and black Combat-Tee, with no belt.	– not provided.
Istruttore	CombatPants and CombatSubtunic in the available colours, with official belt.	CombatPants and 'Accademico' or 'Knight' model CombatTunic (according to Rank) worn over a CombatSubtunic in the available colours, with official belt.
	Instructors must hang the 'Braid' to their CombatBelt. It is an item composed of three braided leather threads of a maximum length of twenty centimeters. The 'Braid' is an original distinctive element of the first LudoSport Instructors and replaces the leather strip present on the CombatTunic of the first international Instructors; such CombatTunics continues to be part of the LudoSport Uniform for all those who own them.	
Tecnico	CombatPants and wisteria CombatSubtunic, with official belt.	CombatPants and 'Accademico' or 'Knight' model CombatTunic (according to Rank) worn over a wisteria CombatSubtunic, with official belt.
	Tecnici must hang a Wisteria loop to their CombatBelt.	
Maestro	CombatPants and white CombatSubtunic, with official belt.	CombatPants and 'Master' model CombatTunic worn over a white CombatSubtunic, with official belt.

During the lessons, the Duels and other moments of training or practice not directly involving external audience, all the pupils are authorized to use the TrainingTee instead of the CombatSubtunic and CombatBelt, unless otherwise specified by the competent LudoSport authority.

During competitions of any kind, both official and unofficial, LudoSport Qualifications are not relevant in any way. All the distinctive signs of being an Instructor, Tecnico or Master must therefore be avoided. Specifically: CombatTunic with leather or wisteria strips, 'Braids', wisteria CombatSubtunic.

Academies and Clubs are responsible for making sure that pupils and Teachers respect the uniform, with the possibility of welcoming historical LudoSport traditions as indicated to them.



Ed. 02 / 2021

3. The sporting practice

3.1 | THE WEAPONS

Light Saber Combat is practised in LudoSport Halls, using a particular instrument known generically as a Light Saber or Saber, of which there are three accepted types:

Dual short saber

Used by pupils starting from **Secondary Education**. Technical specifications are provided by SLM in Sports Regulations.

Long saber

Used by pupils aged 12 years or over during the whole learning path and in particular in the **Primary Education**, the thorough grounding of all following possible specializations. Technical specifications are provided by SLM in Sports Regulations.

Dual-headed staff (or 'Staff')

Used by pupils starting from **Secondary Education**. Technical specifications are provided by SLM in Sports Regulations.

The development of techniques that are codified by the SLM Founder Masters foresees the possibility of comparison with weapons of different lengths, limiting the possibilities of comparison according to the instrument chosen by the athletes.

3.2 | SAFETY

All Light Saber Combat athletes must use **gloves with suitable protections** on all fingers, with special reinforcements on the thumb, index finger and little finger. They must not have any rigid parts that are a risk if they come into contact with the face or with other parts of the body.

Athletes can use specific protections based on their own needs, as indicated to Academies and Clubs.

It is the Teacher's duty to get his pupils used to physical contact immediately, allowing them to lose their fear of being touched and beginning to trust their fellow athletes, each learning to control their own strikes.

In Light Saber Combat contact with the target is not just foreseen but is actually recommended. For this reason, two types of precautions are provided for:

- *preventive*: controlling strikes, taught from the beginning and continuously;
- *protective*: gloves, groin guard, glasses or mask, knee guards and elbow guards for the Styles that require them.

It will be the Teacher's task to identify correct learning progress that allows each class - and each Student - to achieve the goal of striking the target without it causing excessive risk.

3. The sporting practice

3.3 | THE EDUCATIONAL PATH

The LudoSport educational path is developed in cycles: Primary, Secondary and Further.

In the **Primary Education**, people are introduced to the fencing fundamentals. In Course Y, to the common learning grounds useful to let pupils choose one of the three weapons. Pathway is unitary and progressive: each Form is accessible only after the previous one has been completed.

In the **Secondary Education**, the single weapons are explored against themselves. All those who completed Course Y will be able to access any course within the Secondary cycle even changing weapon, although it is suggested to complete the specific weapon's path. Such completion is required to reach the rank of Cavaliere.

In the **Further Education** there is a deepening on specific techniques, which can be performed with each one of the weapons against any other.

Dual Short Saber	Long Saber	Staff
	Form 1	
	Form 2	
Course Y		
Form 3D	Form 3S	Form 3B
Form 4D	Form 4S	Form 4B
Form 5D	Form 5S	Form 5B
Form 6		
Form 7		

The names of Light Saber Combat techniques are in **Italian** and must be taught in this language. For all other matters, the courses can be taught in the language that is easiest to understand for the pupils.

In each Hall, academic activities will begin and end each year on a **Wednesday**, in memory of the first day of sporting Light Saber Combat classes in 2006.

3.4 | TEACHING CRITERIA

Teaching in LudoSport Academies must always be **perfectly balanced between the competitive elements and the playful elements**, creating a climate of mutual respect and collaboration.

This is achieved through:

- a high level of teacher preparation, as it produces an assurance that does not require authoritarianism;
- personal relations between the Teacher and each Student, that does not break down into personalisms or excessive confiding, but rather identifies the limit of each person in order to improve;
- enthusiasm in delivering the technique and working towards goals;
- continuous reference to the principle of Se.Cu.Ri and continuous identification of its being applied in exercises and combat;
- continuous, transparent communication with the class;
- the ability to adapt the lesson at any time to the temporary situation, exploiting the pupils' arrangements and physical or psychological circumstances as well as possible.

The LudoSport Halls are places of teaching and of combat practice.

Pupils are immediately guided towards respect for their own work and also that of others, for the place where they practise Light Saber Combat and for the instruments that are provided for them.

Discipline must be firm, cheerful, demanding and polite.

If a disciplinary penalty must be issued, the Instructor will favour solutions that involve exercises aimed at working on the parts of the body less used by Light Saber Combat, in order to help harmonious development (e.g. press ups or sit ups). These exercises must always be presented positively, in a more exuberant than military manner, always avoiding humiliating or oppressive attitude.

The Teacher is responsible for the correct conduction of the academic programme. He/she has decisionmaking power on both the modes and times during which techniques and basic concepts are delivered, according to the guidelines issued by SLM and in agreement with his/her own Dean.

Each Light Saber Combat lesson is split into three basic moments: **Warm up, exercises, combat**.

The Teacher has the right to modulate the times dedicated to these three moments differently during the course of the academic year, also perhaps not using one of the three to benefit the others, except for warm up which is always necessary. In absolute terms, the most important moment of a Light Saber Combat lesson is duelling, which must be part of the teaching programme, right from the first lesson.



Ed. 02 / 2021

3. The sporting practice

Warm up (Min. duration 15 mins.)	This is intended to prepare the body for the next phases. It begins with a run and continues with exercises aimed at using muscles and joints in the legs, the pelvis, shoulders, wrists and neck. Exercises with saber in hand may then follow. Wherever required by the workload in each lesson, the Teacher can include a short cool down phase at the end of the lesson.
Exercises	Focus is on explaining techniques and relative exercises to learn to execute them correctly, developed with gradual progression in complexity that allows everyone to achieve the best results possible. The playful part of the sport can also be a part of this phase, with specific exercises.
Combat (Suggested dur. 30 mins.)	The lesson ends and is focused on carrying out techniques in a competitive context, allowing each Student to try out the validity of the techniques they have learned. The playful part is also a part of this phase.

Periodically it is necessary to include playful moment in the programme, which are still intent on learning purposes.

Exercises must be carried out with the saber armed, unless there are particular needs.

Anyone wearing a LudoSport uniform is representing his/her own Academy or Club, the sport that he/she is playing and the Founder Masters that created and codified it. The behaviour of each athlete, whether Student or Teacher, must be exemplary, in observance of the **SLM Code of Conduct**.

The codified techniques of Light Saber Combat as defined by the SLM Founder Masters must only and exclusively be applied to the light sabers that observe SLM sports rules. Combating with other kinds of equipment or weapons is not permitted.

Light Saber Combat lessons are always public. Anyone watching lessons can take photographs or videos after asking the Teacher for authorisation and in accordance with any instructions he/she may receive.



Ed. 02 / 2021

3. The sporting practice

3.5 | THE THREE WAYS

The Educational Path for Light Saber Combat follows two main routes: learning and teaching. A period of apprenticeship with a 'Master' must also be considered.

3.5.1 | THE LEARNING ROUTE

The learning route of Light Saber Combat comprises several activities:

Academy Courses

Academy Courses are directed at pupils and are organised inside Schools. Their aim is the educational growth of the pupils through the ordinary Educational Path. They are divided by age range and preparation level. Access to Classes is decided by the Dean of each School based on his/her prudent evaluation. Specific personal situations will be evaluated by the Rector upon Dean's request.

Light Saber Combat techniques are learnt during the **Academy Courses**, starting from Form 1, in weekly sessions and through cycles. The learning path follows commonly a progression one year for each Form. The teacher may make changes to this duration, based on the particular situation of each class. Minimum duration of lessons is one and a half hour each.

As part of every academy activity, each Student must only use techniques learnt from a qualified Teacher during combat (whether official or non-official).

Course	Possible Teacher		
	Instructor	Tecnico	Master
Primary Education	✓	✓	✓
Secondary Education	✓	✓	✓
Further Education	✓	✓	✓

SLM promotes and supports - in different ways and times - several projects intended to diffuse Light Saber Combat as a sport, by presenting the codified techniques and countless possible combinations of the various Forms with each other. For example, Courses dedicated to recreation of combat in which the spectacular parts are aimed at involving the audience and enhancing technical moves.



Academy Experiences

3. The sporting practice

They are education moments without regular frequency, aimed at pupils and organised in the Halls or other suitable places. They can be held during the Academic Year or outside the Year. Their aim is the educational growth of the pupils. They are divided into four categories:

Special Lessons Teaching pupils can be enriched or added to with specific education moments, dedicated to individuals or groups, and aimed at improving or catching up on a part of the programme.
 – *Individual (or Private) Lessons* can be requested individually from any teacher qualified in the Form that is the subject of the lesson by pupils.
 – *Group Lessons* can be requested from any teacher qualified in the Form that is the subject of the lesson by a minimum of two and maximum of six pupils.

Seminars They are moments for more thorough learning of one or more Forms of Light Saber Combat, i.e. of aspects linked to the sport. They can also be used as Refresher sessions (see Appendix). They will be held at a frequency to be decided by the Teacher together with the Rector or Director. They can be held by a qualified Instructor in the Form being addressed in the Seminar and may vary in duration from a minimum of two hours to a maximum of one day.

Workshops These experiences - thanks to collaboration with professional guests – demonstrate martial arts and fencing disciplines of various kinds, other than Light Saber Combat, with the intention of broadening pupils' and teachers' cultural horizons, comparing the set of techniques seen during the lessons with other cultural, philosophical and technical approaches to sporting physical confrontation. They are held by subjects who are experts in the discipline being demonstrated during the Workshop. They normally last as long as a Seminar and take place consistently with the programmes and goals of the Academy/Club. It is important that Rectors/Directors evaluate the curriculum and the serious nature of the proposed disciplines, and the invited teachers carefully, to ensure that his/her pupils gain the maximum advantage.

Gatherings They allow pupils from different Classes, Schools or Academies/Clubs to meet in the same place, in a climate of respect and mutual technical curiosity, to freely talk about technique and combat under the guidance of Teachers. They can also be moments of recreation when a group spirit can be encouraged. The Gatherings can be events that are held in the School (e.g. a day dedicated to combat, a games evening) or externally (e.g. weekends out of town with pupils to deliver lessons and hold a mini-tournament) under the management and supervision of the Rector/Director and Deans who have been delegated.



Ed. 02 / 2021

3. The sporting practice

3.5.2 | THE TEACHING ROUTE

The Light Saber Combat teaching route is carried out through **Educational Paths** that aim at training Teachers. They are open to adult pupils and non-pupils and have different durations and frequencies. Educational Paths are organised by the LudoSport International network, or by Academies where there is a Master or a Tecnico. All the Academies can be partly involved in some Paths.

The main Educational Paths are:

Assistants Path	Destined for future Assistants in Academy Courses. It provides: <ul style="list-style-type: none"> – the Online Session for Istrutors, with an Exam at the end. Passing the Exam allows the purchase of – a Starter Kit with the relevant material to provide the class with. 												
Instructors Path	<p>Destined for future Academy Courses Teachers. It takes place through the attendance at:</p> <ul style="list-style-type: none"> – an Online Session, with an Exam at the end. Passing the Exam allows the participation to – an In-presence Session focused on completing the preparation, with a final Exam. <p>Before accessing the Instructor Path of a Form, a previous knowledge of the Form itself is recommended, reached through Courses, Seminars, online or offline Classes.</p> <p>In any case the Online Session is not available, and only until it becomes such, the Instructors Path can be deployed in different ways, in agreement with SLM.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="width: 50%;"></th> <th colspan="3" style="text-align: center; border-bottom: 1px solid black;">Possible Teacher</th> </tr> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Duration</th> <th style="text-align: center; border-bottom: 1px solid black;">Instructor</th> <th style="text-align: center; border-bottom: 1px solid black;">Tecnico</th> <th style="text-align: center; border-bottom: 1px solid black;">Master</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">Sessione in presenza</td> <td style="text-align: center; border-bottom: 1px solid black;">48 hours</td> <td style="text-align: center; border-bottom: 1px solid black;">✘</td> <td style="text-align: center; border-bottom: 1px solid black;">✔</td> </tr> </tbody> </table>		Possible Teacher			Duration	Instructor	Tecnico	Master	Sessione in presenza	48 hours	✘	✔
	Possible Teacher												
Duration	Instructor	Tecnico	Master										
Sessione in presenza	48 hours	✘	✔										
Tecnici Path	<p>A Tecnico is trained (in each of the combat Forms) with a specific In-presence Course held by a Master, that can be accessed by anyone who has qualified as an Instructor in the Form in question. Previous teaching experience in the Form as Instructor is recommended for a positive outcome of the final Exam.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="width: 50%;"></th> <th colspan="3" style="text-align: center; border-bottom: 1px solid black;">Possible Teacher</th> </tr> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Duration</th> <th style="text-align: center; border-bottom: 1px solid black;">Instructor</th> <th style="text-align: center; border-bottom: 1px solid black;">Tecnico</th> <th style="text-align: center; border-bottom: 1px solid black;">Master</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">Tecnico Course</td> <td style="text-align: center; border-bottom: 1px solid black;">30 hours</td> <td style="text-align: center; border-bottom: 1px solid black;">✘</td> <td style="text-align: center; border-bottom: 1px solid black;">✔</td> </tr> </tbody> </table>		Possible Teacher			Duration	Instructor	Tecnico	Master	Tecnico Course	30 hours	✘	✔
	Possible Teacher												
Duration	Instructor	Tecnico	Master										
Tecnico Course	30 hours	✘	✔										

On a yearly basis, as **professional update**, every Teacher will have to pass an **online exam** in the Form they want to keep the qualification.

Failing or skipping the exam will result in being removed from the official list of active teachers, therefore unable to teach for the year following the one in which the exam has not been taken or passed.

After three years of absence from the official list of active teachers, the Instructor will lose the qualification. In order to acquire it again, they will need to simply follow again the **Online Session** of the relevant Form, passing its Exam.

First obligation to take the refresher exam is in the civil year following the one in which the subject achieved the qualification.



Ed. 02 / 2021

3. The sporting practice

3.5.3 | THE THIRD WAY: THE APPRENTICESHIP

The **Iniziati Apprenticeship with a Cavaliere or a Cavaliere** lies between the two ways. Cavaliere create a personal relationship of trust and mutual help, benefitting both the Teacher and the Student.

The Apprenticeship of Iniziati with a Cavaliere or a Cavaliere is the perfect example of the values lying behind Light Saber Combat as created and codified by the SLM Founder Masters and as taught in the LudoSport Academies: the personal relationship between teacher-Student; the serious nature of the sporting preparation together with respect for the playful part; the mutual enrichment brought by sharing the sport with people from different levels.

The choice of Iniziato is the Cavaliere's own decision and must be made responsibly. Time for theoretical training and suitable combat training must be dedicated to the Iniziati. The Cavaliere or the Cavaliere will be the person who will present Iniziati to an Examination Panel so the latter can take the **Accademico Exam**.

Cavaliere can only have one Iniziato (or Iniziata) at a time. Iniziati can be chosen in any LudoSport Academy or Club on the condition that his/her Apprenticeship is continued.

When Cavaliere choose an Iniziato or an Iniziata, it must be communicated beforehand to the Academy Rector (or the Director of the Club) that the latter subject belongs to. The Rector will be the Apprenticeship supervisor, and can be consulted at any time by the Cavaliere or by the Iniziato for any matter that may arise between the two.

Iniziati must address their Cavaliere or Cavaliere in charge of their Apprenticeship by the title of 'Master'.

A Master can also take on responsibility for Iniziati's Apprenticeship.

3.6 | THE INTERNATIONAL RATING

In observance of the principle of universality, SLM requires the inclusion - in the modes stated by the network - of all pupils in an international classification that takes into account every LudoSport Student's sporting results and accrued experience. Measure unit of such a classification is the **rating point**, appointed according to specific provisions issued by SLM.

3.7 | EXAMS

Light Saber Combat Exams that are part of the Academy Courses are:

Style Exams	To be performed on completion of studying each combat Form - with the exception of Course Y - they aim to verify the understanding of the Style's philosophy and dynamics of techniques according to each Student's ability: in all cases, SLM will not tolerate any form of discrimination.
Rank Exams	o be performed on completion of each Education cycle, they aim to verify the Student's ability to practise the Styles they have learnt in combat and to worthily represent the School and the network.

Pupils who have completed the study programme for the Exam subject can take Style and Rank Exams. The Student who does not fulfil this requisite but who intends to take an Exam anyway, must make an express request to the Dean, who will authorise or refuse him/her the right to present him/herself before the Examination Panel. In the event that the candidate is authorised, he/she will be presented to the examination panel by the Dean or a proxy.

Light Saber Combat Exams that are part of the Educational Paths are:

Instructor Exams	To be performed on completing the relative Course, they aim to verify the understanding of the technique and teaching of the studied programme for Form 1 and the candidate's preparation for teaching.
Tecnico Exams	To be performed on completing the relative Course, they aim to verify the understanding of the technique and teaching of the studied programme for Form 1 and the candidate's preparation for teaching.

The Light Saber Combat exams are carried out before an **Examination Panel**, comprising one or more people, up to a maximum of three people, appointed directly by SLM or through a proxy. The Exams are public, unless the Examination Panel considers it suitable to hold them behind closed doors. The result of the Exam is decided by majority vote of the Examination Panel. If there is a tie, the deciding vote will be the one from the highest examiner by Rank. If there is a tie between examiners of equal rank, the



Ed. 02 / 2021

3. The sporting practice

Exam will continue until a common opinion has been reached. The Examination Panel is composed differently depending on the type of Exam.

Exam	First Examiner	Second Examiner
Style	The class Teacher	– non required
Rank	Instructor of one of the Forms of the relevant cycle, appointed by the Rector.	Another Instructor of one of the Forms of the relevant cycle, appointed by the First Examiner.
Instructor	Tecnico of the relevant Form.	Another Instructor of the relevant Form, appointed by the First Examiner.
Tecnico	The class Teacher or a Master	– non required

In all cases, Examiners can be replaced by subjects with higher Qualification. Masters can form an Examination Panel on their own. The SLM Founder Masters can always appoint a member of the network as a Panel Examiner to represent them, even if said member does not have one of the requisites listed herein.

The pupils who must take Rank exams will be presented to the examination panel by their Teacher or - in his/her absence - by the Dean of their School. The Iniziati who are the apprentices of a Cavaliere who must take the Academy Level exam will be presented to the Examination Panel by their own 'Master'. The pupils who must take the Instructor exams will be presented to the Examination Panel by the Teacher of the relevant Course.

Style Exams should be held in groups, usually for the entire Class. The pupils must answer technical questions about practising the sport and prove that they have sufficient knowledge of how to carry out the manoeuvres requested. The only element preventing the Style Exams being passed is a clear lack of understanding or application of Se.Cu.Ri.

Rank Exams are held individually. The candidate must answer technical questions about the sporting practice and prove that they have sufficient knowledge of how to execute the manoeuvres required in combat, mixing the known Styles. The Student must therefore show an understanding of Se.Cu.Ri as a principle and must prove that he/she knows how to apply it in combat.

Instructor Exams and **Tecnico Exams** are held individually. The candidate must answer technical questions about the sporting practice and on the correct ways to deliver these to pupils, proving that they know how to execute the manoeuvres required or at least know how to explain them; a capacity for observation, a positive attitude towards welcoming pupils and a proven ability for leadership of a class are the elements of evaluation looked for in each candidate.

The result of **Instructor** and **Tecnico Exams** can be any of the following:

'Qualified'	The candidate has passed the Exam and is therefore qualified to teach the Form in question.
'Awaiting qualification'	The candidate has proved him/herself as having an adequate level of skills but not enough to be eligible for teaching. In this case, qualification will be appointed after an apprenticeship with a qualified Instructor in the Form in question with a duration as stated. At the end of such a term, the Rector responsible for the candidate will notify SLM the completion of the apprenticeship.
'Not qualified'	The candidate has not proved him/herself as having an adequate level of skills, either technical or personal. The Examination Panel will decide the ways in which the Educational Path can be completed: (a) a new Exam, without the need for repeating the Path, by a date set by the Panel; (b) take part in a new Path, of the duration set by the Panel.

Il superamento dell'Esame di Istruttore comporta l'automatico superamento dell'Esame di Stile nella Forma in oggetto, laddove non sia stato precedentemente superato. Il superamento dell'Esame di Trainer non comporta invece tale automatismo. Gli esiti degli Esami sono definitivi e non possono essere oggetto di revisione. Gli Esami possono essere ripetuti più volte senza limitazioni.

Passing the Instructor Exam brings about the automatic passing of the Style Exam in the Form in question, if it has not already been passed. The results of the Exam are final and cannot be reviewed. The Exams can be repeated several times, without any limitation.



Ed. 02 / 2021

4.1 | DIVISIONS

In the LudoSport International Network, competitions take place in two separate divisions:

Premier division	The league where Academies and their pupils are in, with both Individual and Team Tournaments.
Second division	The league where Clubs and their pupils are in, with both Individual and Team Tournaments.

4.2 TOURNAMENTS

LudoSport Tournaments have different categories and levels:

4.2.1 | TOURNAMENT CATEGORIES

Rated Tournaments	Competitions where INCOM Personnel is in charge of refereeing, therefore rating points are assigned.
Unrated Tournaments	Competitions where INCOM Personnel is absent, therefore rating points are not assigned.

4.2.2 | TOURNAMENT LEVELS

All tournament categories can take place at the following levels:

Academic	Competitions reserved to pupils of the same Academy, both in individual and team specialties, following specific access criteria.
National	Competitions reserved to pupils of the same Country, both in individual and team specialties, following specific access criteria.
International	Competitions reserved to all pupils, both in individual and team specialties, following specific access criteria.
Open	Competitions reserved to pupils from different Academies or Countries, both in individual and team specialties, with free access or according to specific rules decided by the organizing Academy.

Definitions, access rules and specific regulations are issued by SLM through INCOM.

4.2 | DUELLI

Duels are encounters between two pupils, where the result is valid for the purpose of international ranking on the MyLudoSport platform. They are an occasion for technical growth and encourage pupils to challenge themselves with anyone. The rules of each Duel are defined by the opponents, in observance of Se.Cu.Ri, as set out in the SLM Code of Ethics, of applicable law and common sense.

Duels are permitted only within each division.

5. Final provisions

This Protocol can be amended at any time by decision of SLM, who will then inform all the Academies and Clubs so that they can promptly adapt and correctly transmit said amendments to their pupils.

Milano, 14 February 2021

Gianluca Longo



Simone Spreafico

